BATMAN, THE CAPED CRUSADER

This is an 'arcade adventure' game with 'beat-em up' overtones. The game consists of two 'plots' revolving around Batman's deadliest enemies — The Penguin and The Joker. Each plot is played in a similar fashion — though the various locations and problems encountered will vary.

The stories so far...

THE PENGUIN PLOT — "A BIRD IN THE HAND"

The Penguin, having been released from jail, decides to set up an umbrella production factory, near his Gotham City mansion, but, of course old habits die hard and this is but a cover up for his ingenious plan to take over the world using an army of robotic penguins!

As 'Batman' can you close down the hidden master control computer and stop this evil conspiracy?

THE JOKER PLOT — "A FETE WORSE THAN DEATH"

Robin has mysteriously disappeared — the only clue found is a single "playing card" the call sign of the infamous 'Joker'! Batman's arch enemy has returned. On close examination the Batcomputer reveals a secret message hidden on the flip side of the card...

"Robin heads for a fate worse than death, the fuse is lit — so don't waste time, follow your nose and remember, there's no place like home! Boom! Boom!

Can you uncover the mystery, save Robin and defeat the Joker? Time is running out.

SPECTRUM LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or A Spectrum + Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

SPECTRUM +3 DISK

Set up system and switch on as described in your instructions manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically

AMSTRAD LOADING

CPC 464

Place the rewound cassette in the cassette deck, type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER key. Then type RUN" and press ENTER key.

(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press RETURN key. Then type RUN" and press RETURN key and follow the instructions as they appear on screen.

DISK — CPC 464

Insert the program disk into the drive with the A side facing upward. Type |DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER the game will now load automatically.

DISK — CPC 664 and 6128

Insert the program disk into the drive with the A side facing upwards. Type |DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press RETURN the game will now load automatically.

COMMODORE LOADING

Position the cassette in your Commodore recorder with the printed side upward and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the shift key and the RUN/STOP key simultaneously. Follow the screen instructions — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), the follow C64 instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards, type LOAD"*",8,1 (RETURN). The introductory screen will appear and the program will then load automatically.

ATARI ST/AMIGA LOADING

Switch on the power to the computer and disk drive and then insert the disk into the drive. This program will then load automatically.

GAMEPLAY

The presentation on screen simulates a comic strip with Gotham City and all its characters appearing in 'multiple overlaid panels'. Any text (i.e. clues, descriptions, etc) is displayed in caption boxes in the appropriate 'frame'.
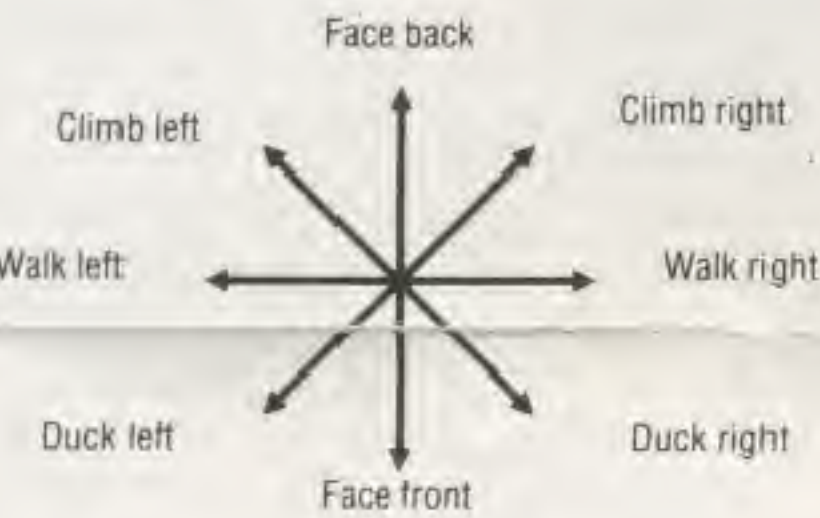
The player, as the 'Batman', has complete freedom to move around and interact with the numerous locations, solving puzzles en route.

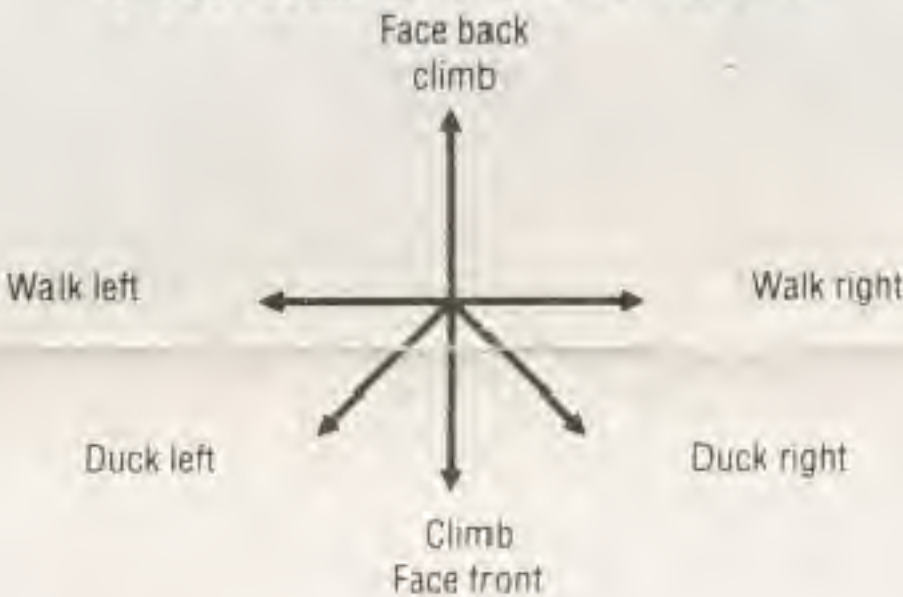The game is over only when the adventure is complete or Batman has insufficient energy to continue.

THE CONTROLS

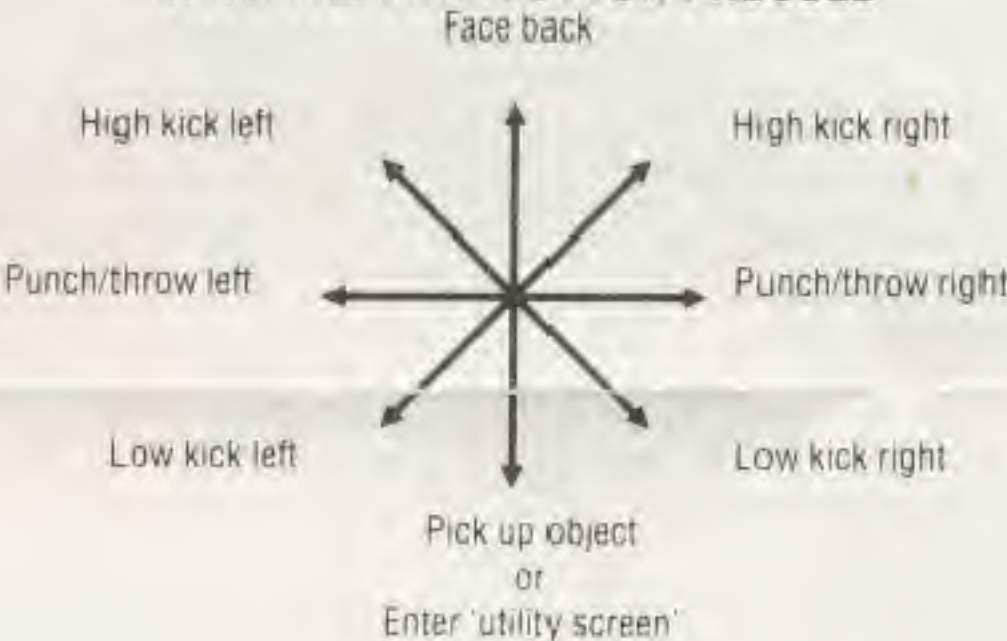The player can make Batman perform a large variety of moves...

WITHOUT THE FIRE-BUTTON PRESSED

ATARI ST/AMIGA

WITH THE FIRE-BUTTON PRESSED

Face back — Climb left — Climb right — Walk left — Walk right — Duck left — Duck right — Face front

Face back climb — Walk left — Walk right — Duck left — Duck right — Climb Face front

Face back — High kick left — High kick right — Punch/throw left — Punch/throw right — Low kick left — Low kick right — Pick up object or Enter 'utility screen'

THE UTILITY SCREEN

By 'pulling down' and pressing 'fire' Batman will enter the utility screen.

This displays all the objects you have 'picked up' and also the control 'icons' which are used to manipulate them.

Note — various aspects of the game's displays and sound effects may also be changed at this point to suit the requirements of the player.

Batman's energy status bars and the 'plot completion percentage' are also displayed on this screen.

Game percentage

Objects carried

Control icons

Bat-cursor

Energy status bars

EXAMPLE — UTILISING AN OBJECT

By moving the 'Bat-cursor' onto the object and pressing 'fire', then selecting the 'utilise' icon in the same manner, that object will be used.

i.e.   Food eaten (energy increased)
         Key opens locked door
         Dart is thrown

HINTS AND TIPS

1. Don't eat too much too soon .

2. Some objects do more damage than good!

3. Keep ducking, to avoid bullets.

4. Never judge a book by it's cover (Joker's plot)

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